



FCCLA Knowledge Bowl

FCCLA Knowledge Bowl –a *team* event (4 members, one substitute may be provided between qualification testing and virtual buzzer round), challenges students’ knowledge of all aspects of Family and Consumer Sciences and FCCLA.

Eligibility

1. Every affiliated FCCLA Chapter is invited to bring one four-person team for one of the event categories
2. No school may enter more than one team in the Knowledge Bowl competition unless they have more than one chapter ID number.
3. Participants must be registered for Virtual FCCLA Fall Rally and the event by the published deadline in the Virtual FCCLA Fall Rally Adviser Guide. Event cost is \$5.00.

Event Categories

- The Middle School FACS/FCCLA Knowledge Bowl is a competition with challenges students’ knowledge of all aspects of Family and Consumer Sciences and FCCLA. All questions will fall under one of the five following categories: Nutrition and Food Science, Textiles, Housing and Interiors, Child and Family Development, Consumer Economics, or FCCLA knowledge.
- The High School FACS/FCCLA Knowledge Bowl is a team competition which challenges students’ knowledge of all aspects of Family and Consumer Sciences and FCCLA. All questions will fall under one of the five following categories: Nutrition and Food Science, Textiles, Housing and Interiors, Child and Family Development, Consumer Economics, or FCCLA knowledge.
- The Culinary/FCCLA Knowledge Bowl is a team competition which challenges students’ knowledge of all aspects of Culinary Arts and FCCLA. All questions throughout will fall under one of the following two categories: Culinary Arts and FCCLA knowledge.

Awards

The top four teams in each category will be recognized during the Virtual FCCLA Fall Rally and receive the following cash prizes: 1st place (\$250), 2nd place (\$125), and 3rd place (\$75)

Contest Rules

1. Every affiliated FCCLA Chapter is invited to bring one four-person team for one of the categories above. No school may enter more than one team in the Knowledge Bowl competition unless they have more than one chapter ID number. Please see box at the bottom of page 1 for additional instructions.
2. Study materials and background information are available through the FCCLA State Office and are posted on the Georgia FCCLA website at www.gafccla.com. Questions for level 1 online testing are content only. Questions for all categories will be comprised of 40% FCCLA and 60% content area information during the final rounds.
3. Each round will consist of twenty questions. This will be a single elimination tournament. The top sixteen highest scoring teams from the online testing will compete in the final rounds on their assigned day. The sixteen teams will be eliminated to four teams. The two winners from this bracket will compete for first and second place. The two losing teams from this bracket will compete in a consolation round for third and fourth place honors.

KNOWLEDGE BOWL
2020 Competition Guidelines

There are three areas of the FCCLA Knowledge Bowl. Each chapter is invited to bring one four-person team. A chapter cannot have more than one team in the Knowledge Bowl competition.

LEVEL 1 – Online Testing Qualification

Registration for Level 1 takes place through the Georgia FCCLA online registration process. Registration will end September 23. Online testing will take place the week of September 28 through October 2. Top teams advancing to Level 2 will be sent a confirmation of their Level 2 participation via email.

All teams must be comprised of four FCCLA members (affiliated at both the state and national level by October 1) from the same chapter. Team members may be mixed in grade level and FACS course background. Each qualifying team may select one alternate team member from the students in their chapter. All competitors must be registered for Fall Rally at which their competition takes place.

Teams with less than four members are ineligible to compete.

All teams registered will complete this LEVEL 1 round. Teams will be comprised of four FCCLA members from a single school or chapter. **Each team member will take the online test which contains ONLY content questions, no FCCLA knowledge questions will be used.**

Each school must provide the first and last name of all four team members in the Georgia FCCLA online registration system by September 23. Each adviser will receive an email with the students' password and log-in information prior to testing.

Each student will agree to a security and ethical statement in the testing platform prior to beginning the test. This statement posted to the testing introduction can also be found at the end of this document.

One hour will be given for individuals to complete the 50-question test (multiple choice and true/false questions). ALL 4 team members will need to take the test independently, but at the same time. Teams will be disqualified if members do NOT begin test within 15 minutes of the first start time. **They will NOT be the exact same questions from the Study Guide.** Questions may vary. There will not be any FCCLA questions on the Online Qualification Test.

If less than four members are present to take the test or do not take the test at the same time, the team is ineligible to compete. The teams with the top team scores will advance to the next level. Chapters will not receive the scored tests back.

LEVEL 2 – Virtual Buzzer Round

Single Elimination takes place in a virtual meeting. The link to the meeting will be shared in the email notification regarding advancement. Rounds of questions will be administered using the Kahoot

Platform. It is recommended each member of the team have a computer with internet access to view the questions for the rounds. As a tip, each competitor should also have a personal device to answer the questions OR should be familiar with how to split their screen. This will ensure each competitor can view windows at the same time (virtual meeting window and the Kahoot answering panel). Be sure to secure computers/computer testing sites with internet access that will accommodate the number of students you will be testing during the testing window. Make sure that computers can access the trivia site: kahoot.it. Your network administrators need to know this ahead of time so they can add it to the list of trusted sites.

- Level 2, Middle School Knowledge Bowl will be held 4:00-6:00pm Monday, October 5th.
- Level 2, Culinary Knowledge Bowl will be held 6:30-8:30pm Monday, October 5th.
- Level 2, High School Knowledge bowl will be held 5:30-8:30pm Tuesday October 6th.

The second level will be a single elimination competition. Teams will be put into a bracket with the top scoring team against the lowest scoring team, and so on to meet in the middle. If an odd number of teams are competing, byes will go to the highest scoring team(s). Competition will take place simultaneously in 2 rooms, or as space allows with a holding room. All rooms will use the same questions.

Level 2 rounds consist of team questions. All questions are multiple choice. Twelve questions will be asked in content and eight in FCCLA knowledge. Questions will be asked in the following order:

1. 12 content questions
2. 8 FCCLA knowledge questions

Elimination round is single elimination. Winners will advance to the next bracket level. If multiple rooms are used for competition, all rooms will use the same questions.

Virtual Buzzer Round Rules of Play Level 2

All team members will be expected to have their camera and microphone on during the entire round of play. Failure to do so, will result in disqualification from the round.

Team Questions Rules

Questions in the team questions part of the round are multiple choice. The moderator will ask a question and all team members will have the opportunity to answer on their own answer panel.

Team members may select their answer before the entire question is read. Each team member will have 10 seconds to answer the question. After 10 seconds, the moderator will provide the correct answer.

Scoring for each correct answer is based on the speed of the answer. The quicker you respond, the higher the score you will receive. There is no deduction for incorrect answers.

This process will continue through all 20 multiple choice questions. Upon completion of the team questions part of the round, scores will be tabulated and announced by the moderator. The team with the highest combined score will advance to the next round. If there is a winner, the winner will be announced. If there is a tie that must be broken, tie breaker question(s) will be read.

Tie Breaker Round Rules

Up to five tie breaker questions will be asked. There is no deduction for incorrect answers. The team with the highest score at the end of the question will be announced as the winner. If all team members provide incorrect answers, then the moderator will select another tie-breaker question.

General Rules

Acceptability of Answers

Only the first answer from each team member will be accepted. All team members are expected to answer each question. Members are to select the best answer choice. Each question has been reviewed prior to play.

Appeals

Following the correct answer being given by the moderator, either by one team or the moderator, the team captain of a team which has given an answer thought to be correct and in the appropriate manner may buzz in to question the incorrectness of his/her team's answer or the procedure by which the answer was not accepted. One additional team member may assist in explaining the reason for the appeal, but the appeal must be proposed by the team captain. The judge will make the final ruling based upon the explanation. Appeals must take place before the moderator begins the next question and will not be considered at another time during or following the round. Only one appeal is permitted per team, per match. Interference from the audience will result in the appeal being dismissed.

Consultation

Team members may not confer with one another. Each team member is expected to answer individually and on their own. Each team member is expected to keep their camera and microphone on during the entire length of play.

Dress Code

Participants must follow the approved conference dress code for participation in all levels of competition.

Spectator/Participant Conduct and Sportsmanship

The buzzer round is open to spectators (students, advisors, chaperones, alumni, and other conference attendees) as space in competition rooms permits. Spectators are not allowed to enter or leave the competition room during play. Spectators are prohibited from cheering, visual signaling, audible conversations. Spectators will keep their camera off, and their microphone muted during the entire round of play. Any spectators who disrupt the round in any way or are thought to be communicating

with competitors will be asked to leave by the room judge or moderator. The room judge and moderator have the authority to control the competition atmosphere within their room. Disputes concerning their judgment must be directed to the Knowledge Bowl Coordinator, or state staff, who is overseeing the competition.

Good sportsmanship is expected of all participants, advisors, chapter members, and other spectators. Poor sportsmanship on the part of any team member or their supporters may result in disqualification. Any use of extremely negative behavior (such as the use of profanity or yelling) will result in immediate disqualification of the team.

Substitution

Substitution of team members between Level 1 and Virtual Round will be allowed. Substituted competitors must be affiliated members of the same FCCLA chapter to qualify.

Team Captain

Each team must select one of its members to serve as the team captain. This member will be responsible for communicating test/competition times with teammates and handling appeals.

Team Holding Room

All teams in the virtual buzzer round are required to remain in a virtual holding room throughout the competition time-period or until eliminated. Teams may utilize printed study material. The use of cell phones, or other electronic devices for the purpose of recording, publishing, or receiving information is prohibited.

Unanswered Questions

If a question is not answered by either team, no points will be awarded or lost, and no replacement question will be given. The moderator will give the correct answer and move on to the next question.

Georgia FCCLA Online Qualification Test September 28 - October 2, 2020

Preparing for Online Testing

1. Ensure your students are registered in the Georgia FCCLA online system by 5pm on SEPTEMBER 23.
2. Each advisor will receive an email with individual attachments for each team member containing the secure password from Georgia FCCLA to log-in. Each adviser will be expected to email each student their individual log-in information only. Advisors should not share the login information for a student who the information is not intended for.
4. Secure computers/computer testing sites with internet access that will accommodate the number of students you will be testing during the testing window.
5. Make sure that computers can access the testing site: <https://www.answerwrite.com/fccla/ga>. As of now, the online testing link is not available. The network administrators need to know this ahead of time so they can add it to the list of trusted sites.

6. Confirm the testing times with each of your students and ensure they know where they will be testing. Make sure students taking the test are all testing at the SAME TIME.
7. Students will receive an email from their adviser with login instructions. Without this documentation, they will not be able to log-in for competition. Please verify they receive a copy of this.
8. If in doubt about anything, call the state office at (770) 530-1874 OR email gafccla@gmail.com so we can help you have a successful testing week. PLEASE GIVE THIS PHONE NUMBER TO YOUR STUDENT!

Registration

1. Registration for this event is \$5.00 and happens in the Georgia FCCLA registration system. Please visit the Fall Rally event page on the Georgia FCCLA website for registration instructions for the Georgia FCCLA registration system.

Things to Know

- Only teams registering with Georgia FCCLA, providing four student email addresses and four signed "Security and Ethical Statements" for each student will be eligible to test.
- All tests will be available 7am-7pm during the testing window.
- Each student must be able to access the online system.
- Timing of the test session will begin when the test/questions are presented, not when the first question is answered.
- Responses will be automatically submitted when the time expires. The time limit will be 1 hour for each test. Tests will consist of 50 multiple choice questions (content only).
- The entire test is accessible throughout the test session.
- Please review the use of scroll bars with competitors prior to testing and remind them not to close the testing window.
- Closing the test window terminates the test without scoring and disqualifies the competitor in this event.

After the Test

- Although the test will be scored upon submission, the score will not be available to the competitor or the advisor.
- All competitors will be notified of the teams who will be moving on to level 2 by October 2nd.

Calendar of Play Overview

September 9th

- An advisor session, "Getting to know the rules of Virtual Fall Rally competitions," will take place at 4:00pm. The Wufoo form link can be found in the Adviser Guide.

September 23rd

- Deadline to register team members through Georgia FCCLA with signed ethical statements and email addresses.

September 25th

- Confirm students have received log-in information for qualification testing.

September 28th-October 2nd

- Make sure all team members are aware of testing date, time, and rules. Testing can take place 7:00am-7:00pm during testing window.
- Ensure they all understand the importance of beginning the test at the same time and failure to do so will result in disqualification.

September 29th

- Optional Technology Check for Level 2 Play ([Click here for link to meeting](#)) – 12:00pm ◦ This will allow team members the opportunity to jump on and test the Virtual Buzzer platform. Students wishing to test their technology should have a computer and a personal device OR they should have a computer with the knowledge of how to split their screen. At this point they should have confirmation that they have access to Kahoot. September 30th
- Optional Technology Check for Level 2 Play ([Click here for link to meeting](#)) – 3:00pm ◦ This will allow team members the opportunity to jump on and test the Virtual Buzzer platform. Students wishing to test their technology should have a computer and a personal device OR they should have a computer with the knowledge of how to split their screen. At this point they should have confirmation that they have access to Kahoot. October 1st
- Optional Technology Check for Level 2 Play ([Click here for link to meeting](#)) – 7:00pm ◦ This will allow team members the opportunity to jump on and test the Virtual Buzzer platform. Students wishing to test their technology should have a computer and a personal device OR they should have a computer with the knowledge of how to split their screen. At this point they should have confirmation that they have access to Kahoot.

October 5th

- Level 2, Middle School Knowledge Bowl will be held 4:00-6:00pm
- Level 2, Culinary Knowledge Bowl will be held 6:30-8:30pm

October 6th

- Level 2, High School Knowledge bowl will be held 5:30-8:30pm

October 14th

- Winners will be announced to all during 2020 GaFCCLA Fall Leadership Rally

2020 Georgia FCCLA Virtual Knowledge Bowl

Security and Ethical Statement

As Family, Career, and Community Leaders of America, FCCLA members are held to a higher standard regarding their ethical behavior as a competitor. FCCLA members are expected to follow FCCLA rules and act honorably and ethically at all times. Any attempt to gain an unfair advantage is unacceptable and cannot be tolerated. Violation of the ethics rules will be severely penalized and may lead to forfeiture of future awards.

Georgia FCCLA members may not consult with other members, advisers, or parents during the testing period. This test allows you an opportunity to show your mastery of the subject matter, not someone else's. It is strictly forbidden to give or receive aid during the Test. Any students found using the work of others, exchanging or sharing information on test topics, collaborating via any online platform, or soliciting tips for problem-solving approaches will be investigated for violating test security.

We are confident that the vast majority of members will follow the rules for taking tests through the testing center. For the small number of members who try to gain an unfair advantage, we have provided a comprehensive and strict set of protocols to prevent and detect cheating.

FCCLA Members Who Violate Exam Security Will Receive Consequences

- FCCLA members whose responses mirror online content or other members' submissions will have their scores questioned and possibly cancelled.
- FCCLA members sharing or receiving test content or test responses or engaging in any plans or efforts to provide or gain an unfair advantage, will be blocked from testing or their scores will be cancelled. This includes communications or assistance in-person, via the Internet, social media, or any other means.
- If we determine that a FCCLA member gained or provided an unfair advantage on a FCCLA Test, we'll notify the school so the school can choose to take necessary disciplinary action, as appropriate
- FCCLA members who attempt to gain an unfair advantage also may be prohibited from taking a future FCCLA Test at state or national conferences.
- We encourage anyone with knowledge of any dishonest behavior with respect to FCCLA Testing to contact FCCLA Test Security. Reports can be shared confidentially with gafccla@gmail.com.